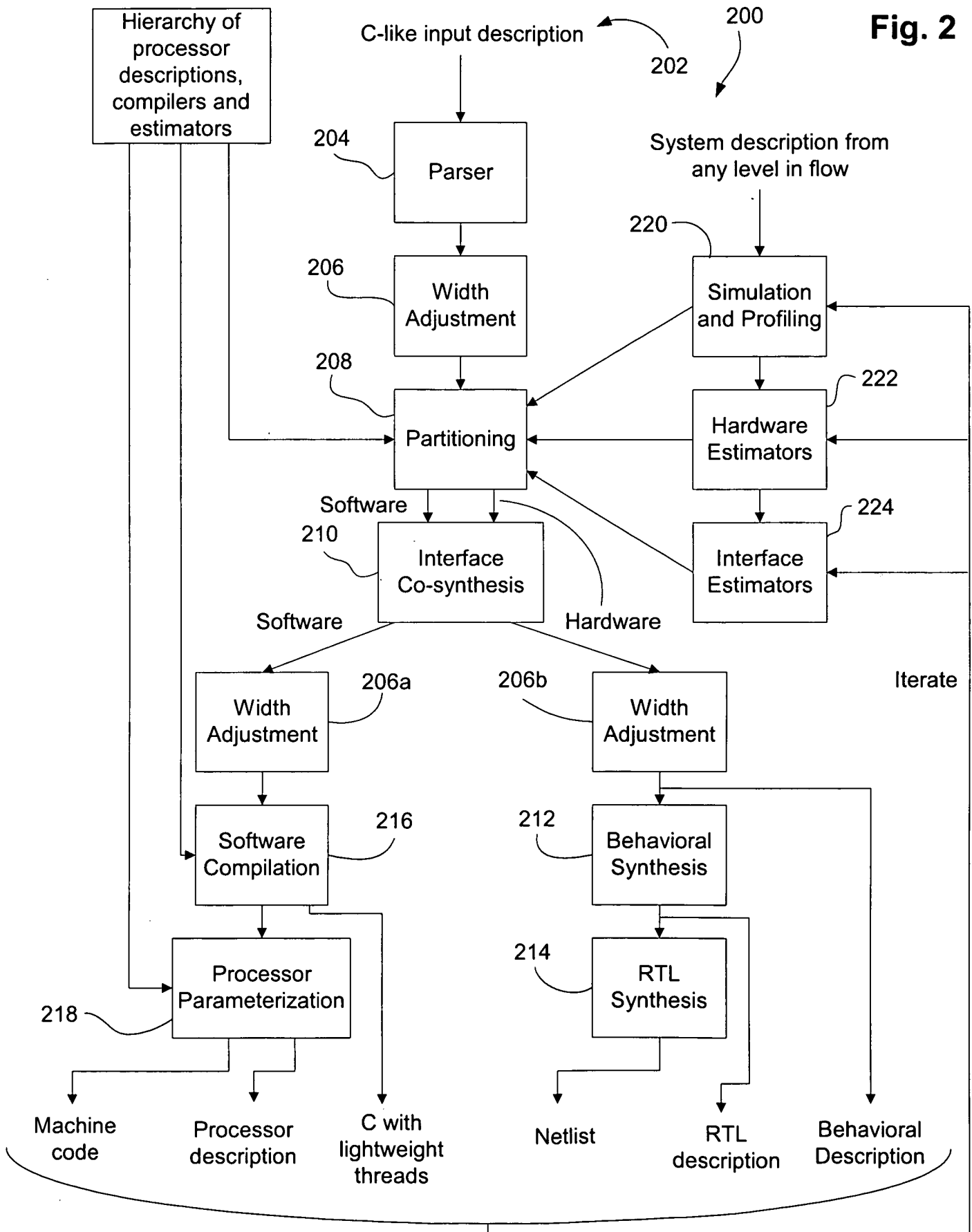


Fig. 1

Fig. 2



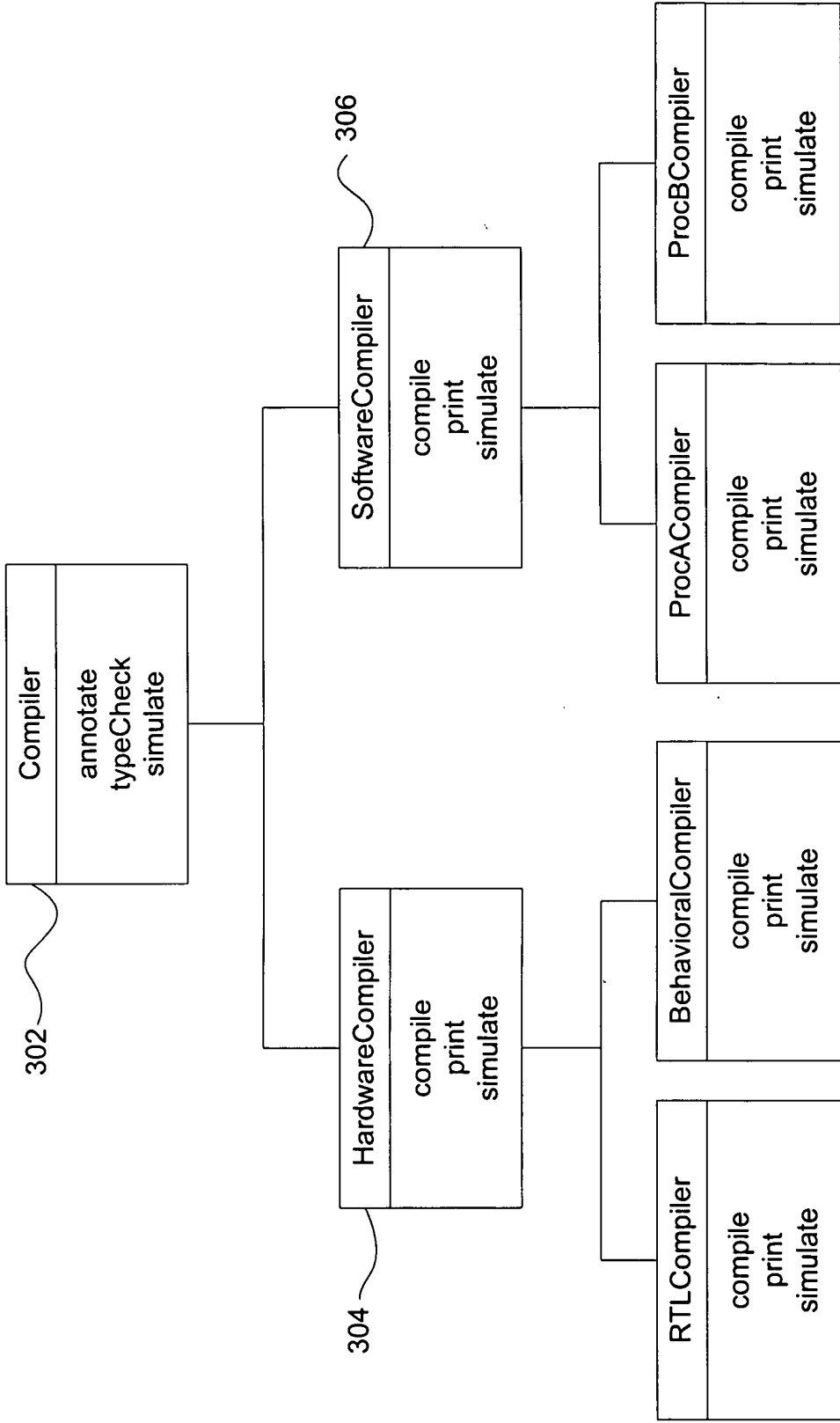


Fig. 3

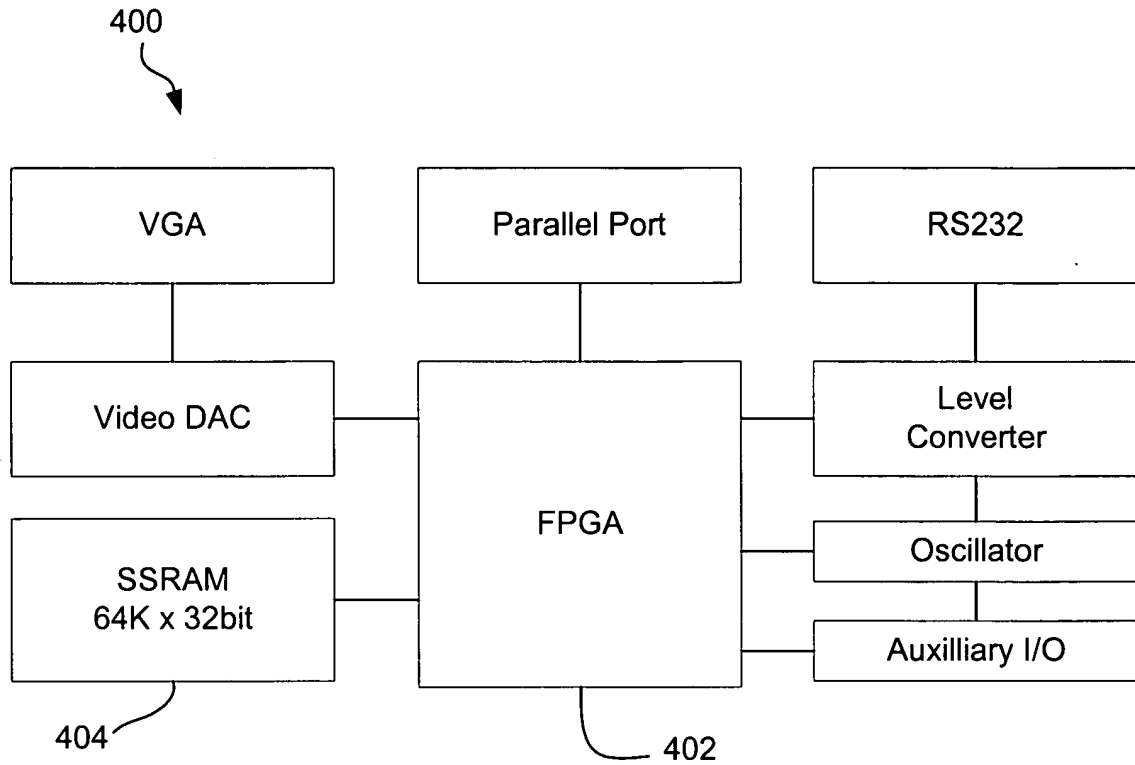


Fig. 4

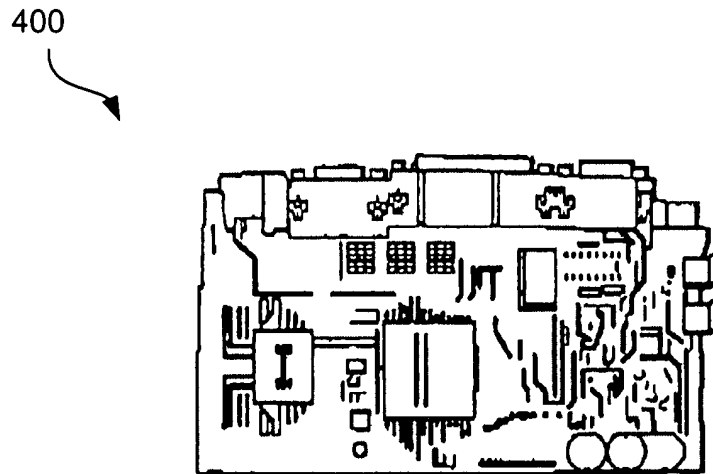


Fig. 5

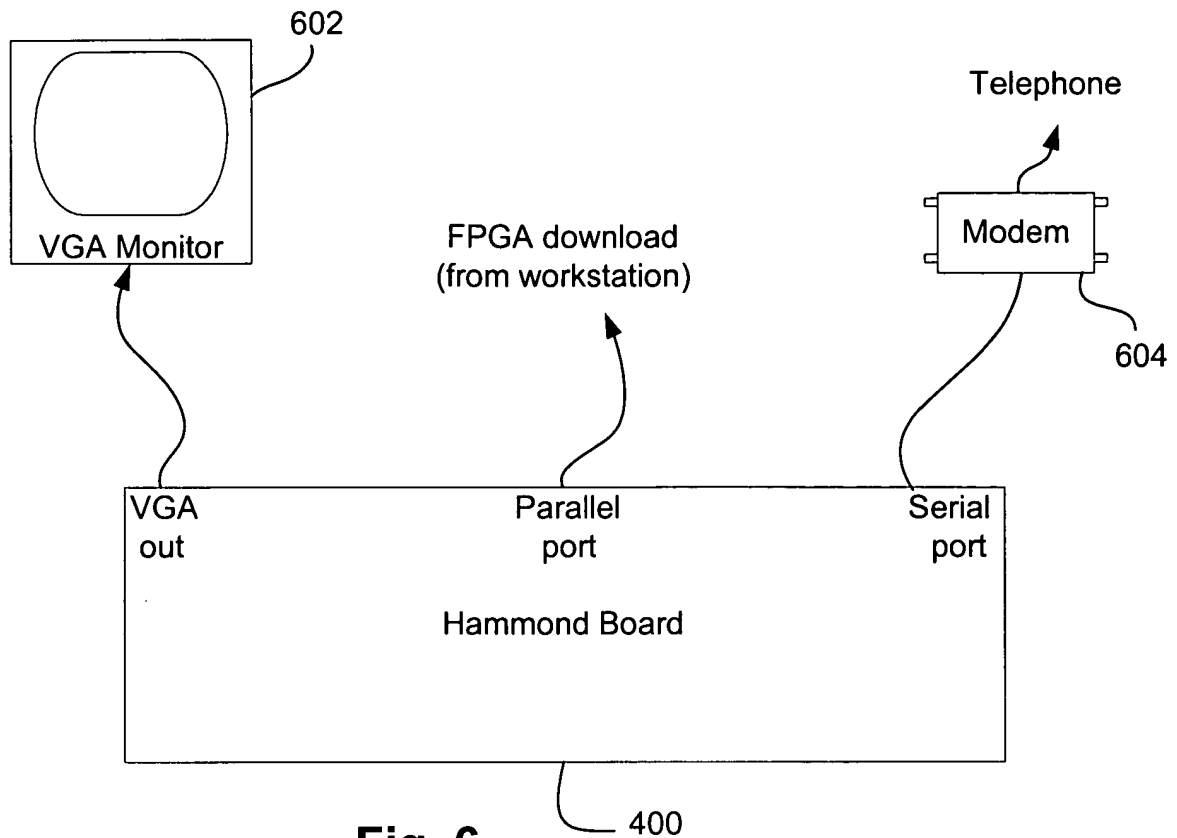


Fig. 6

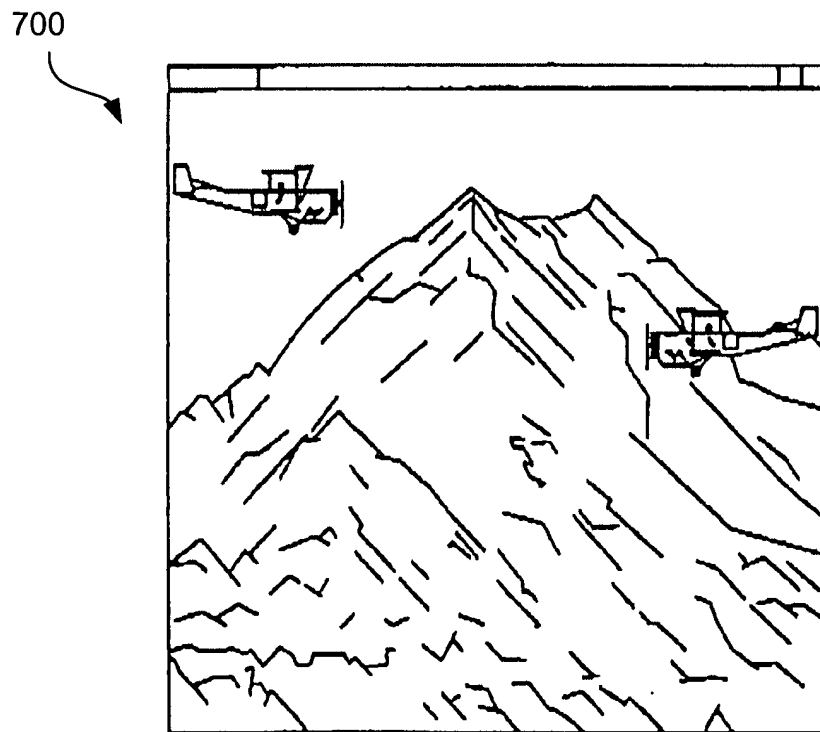


Fig. 7

FIG. 8 is a block diagram of a system for simulating a trajectory of a projectile. The system includes a Behavioral block (802) and an R.T.L. block (820). The Behavioral block contains a Calculate positions, velocities, and acceleration of masses block (806) and a Draw lines as 64 horizontal segments block (810). The R.T.L. block contains a Button interface block (822) and an Output white video during video segment block (824). The system also includes a Video display and a Video out output.

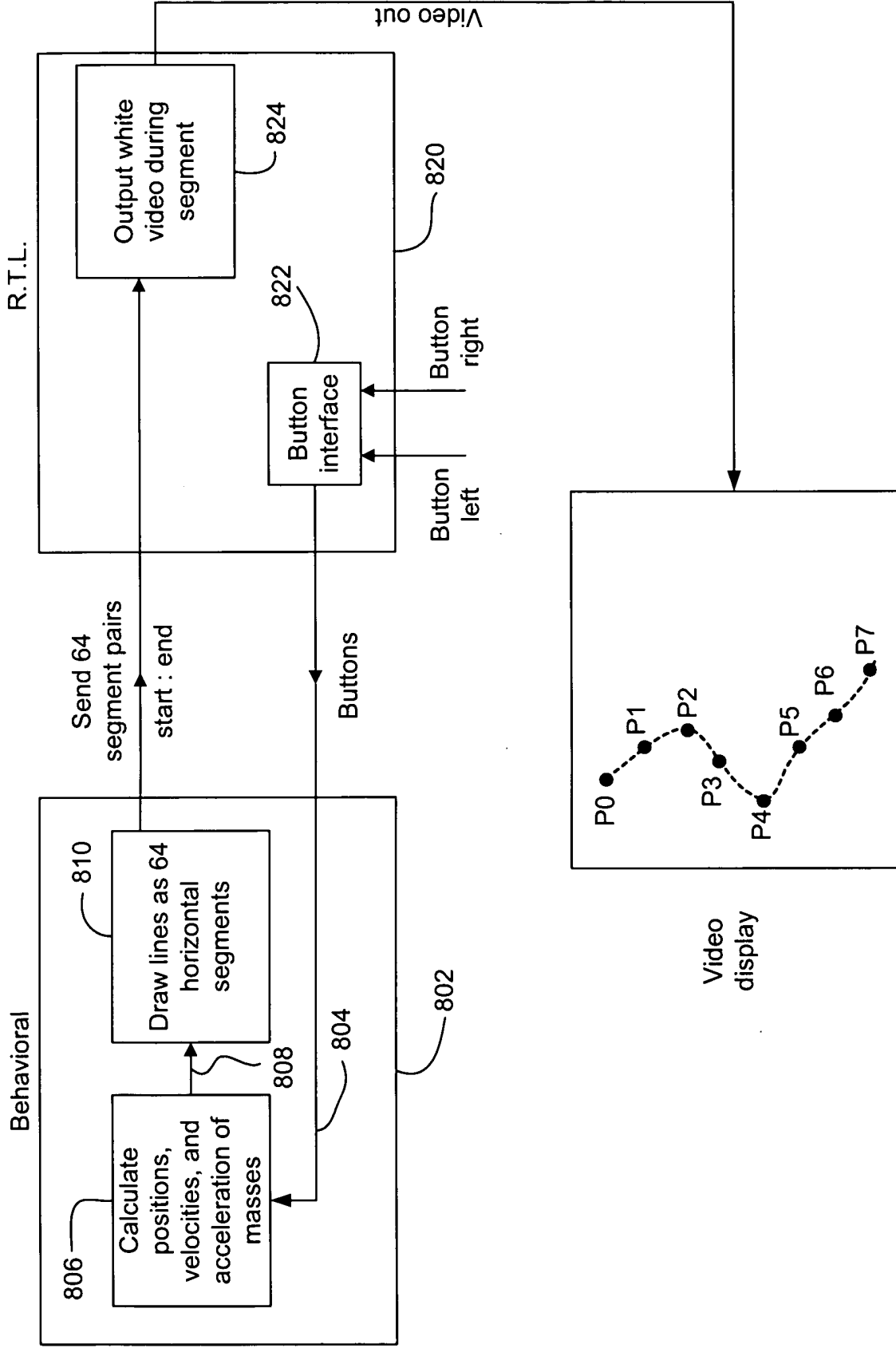


Fig. 8

Fig. 9A	Fig. 9B
Fig. 9C	Fig. 9D

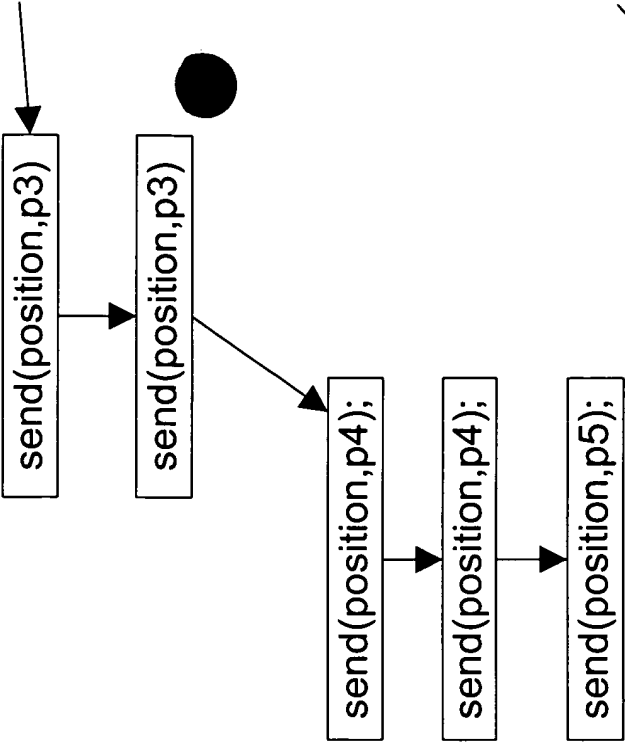


Fig. 9A

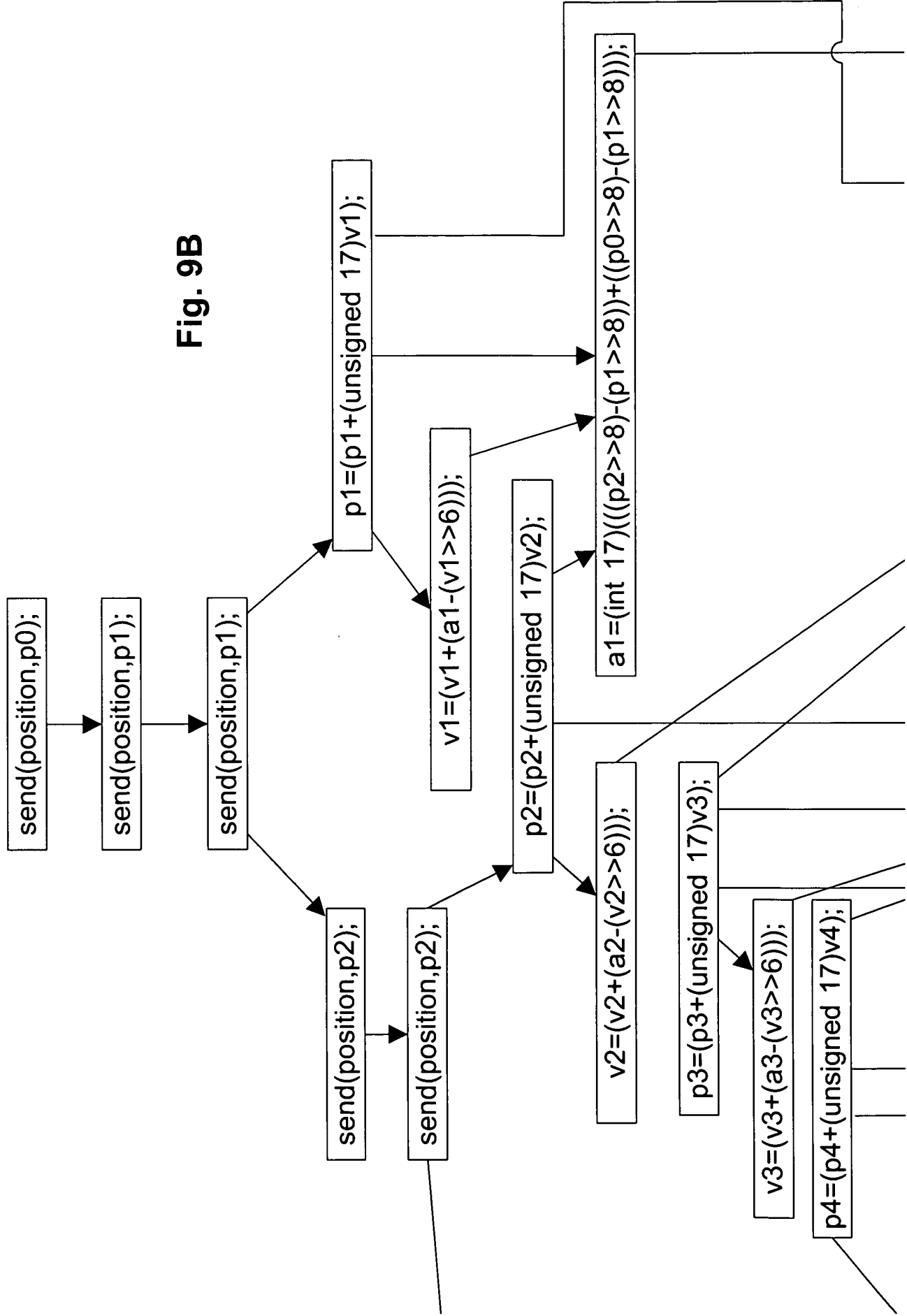


Fig. 9B

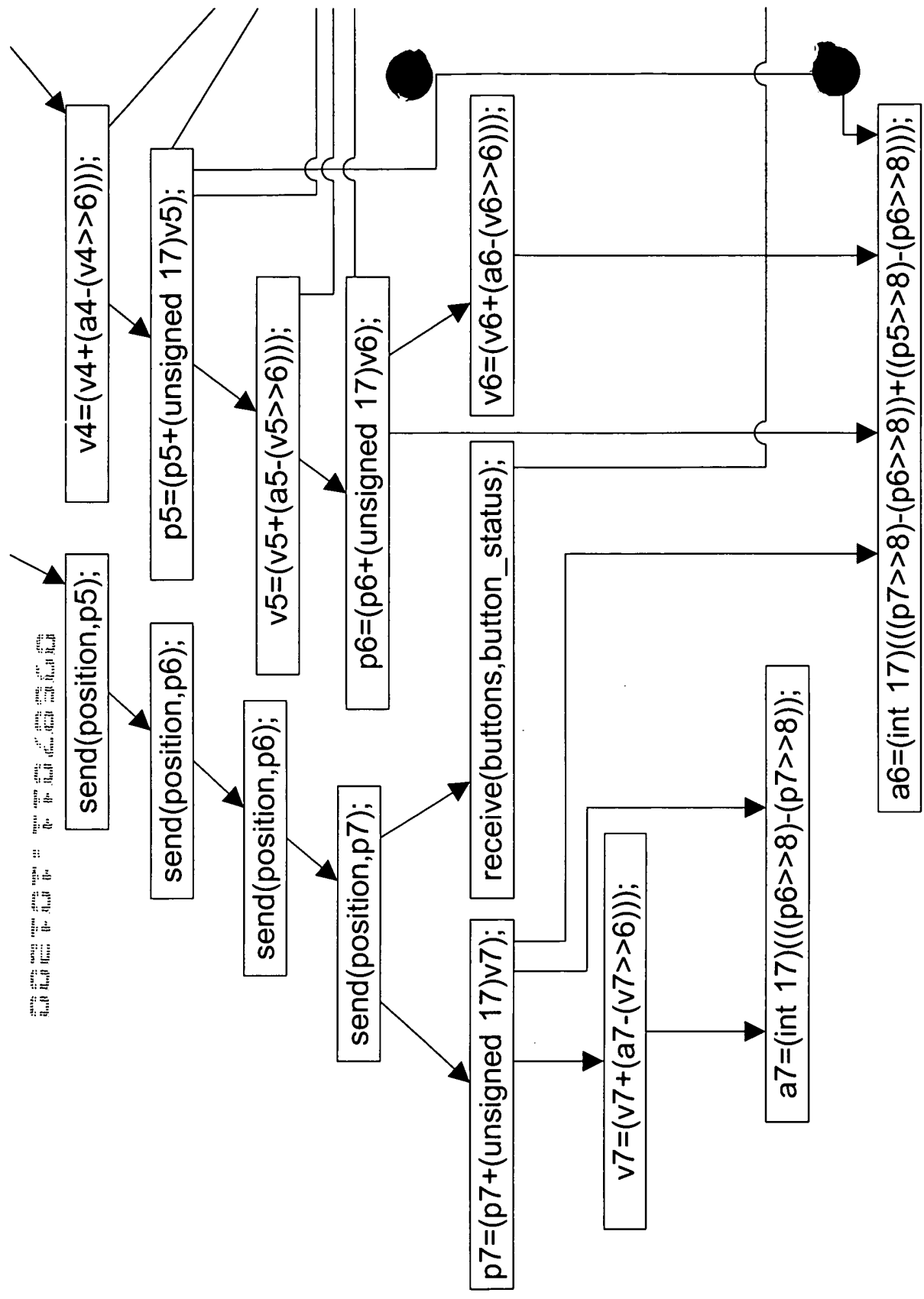


Fig. 9C

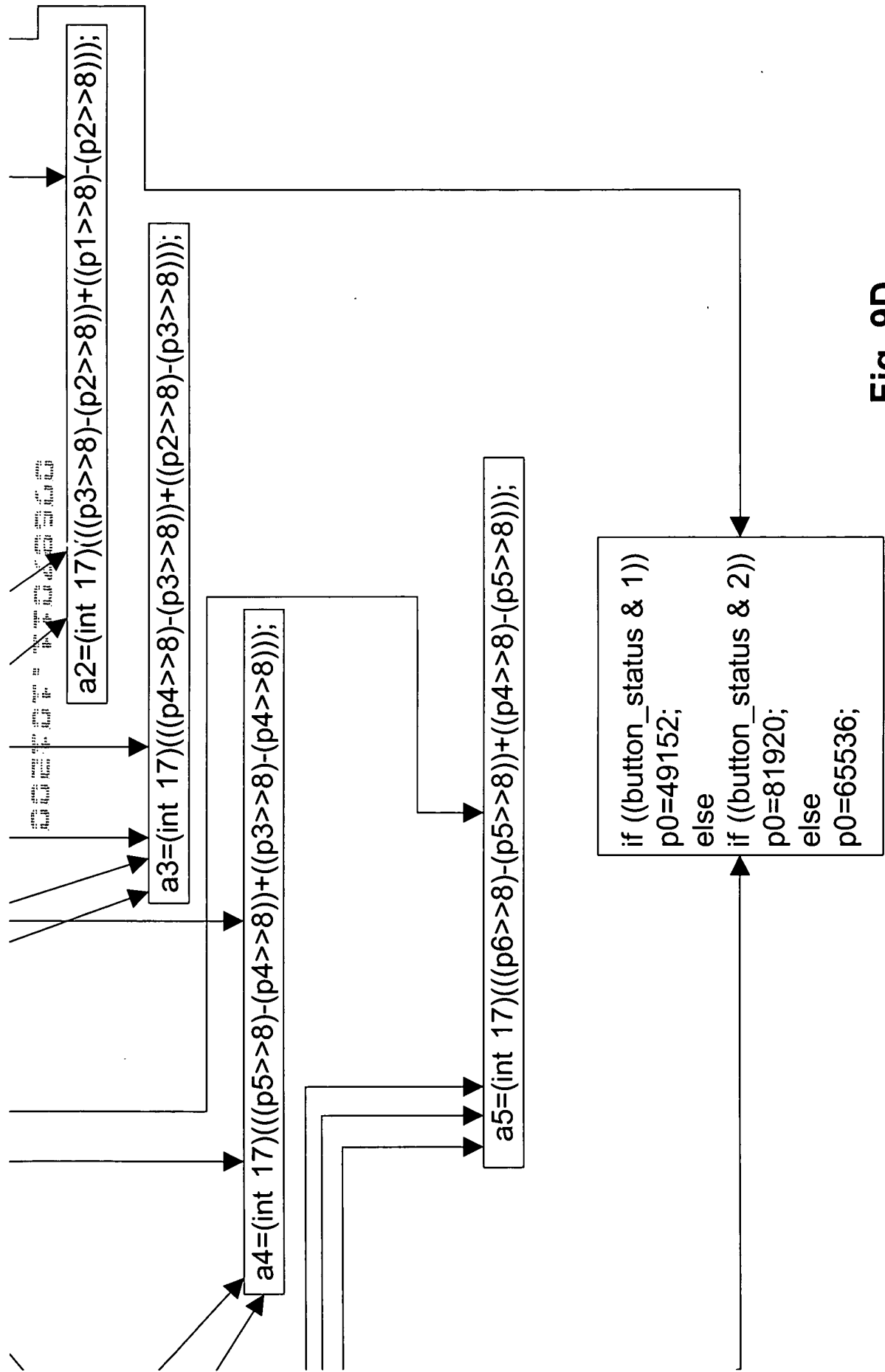


Fig. 9D

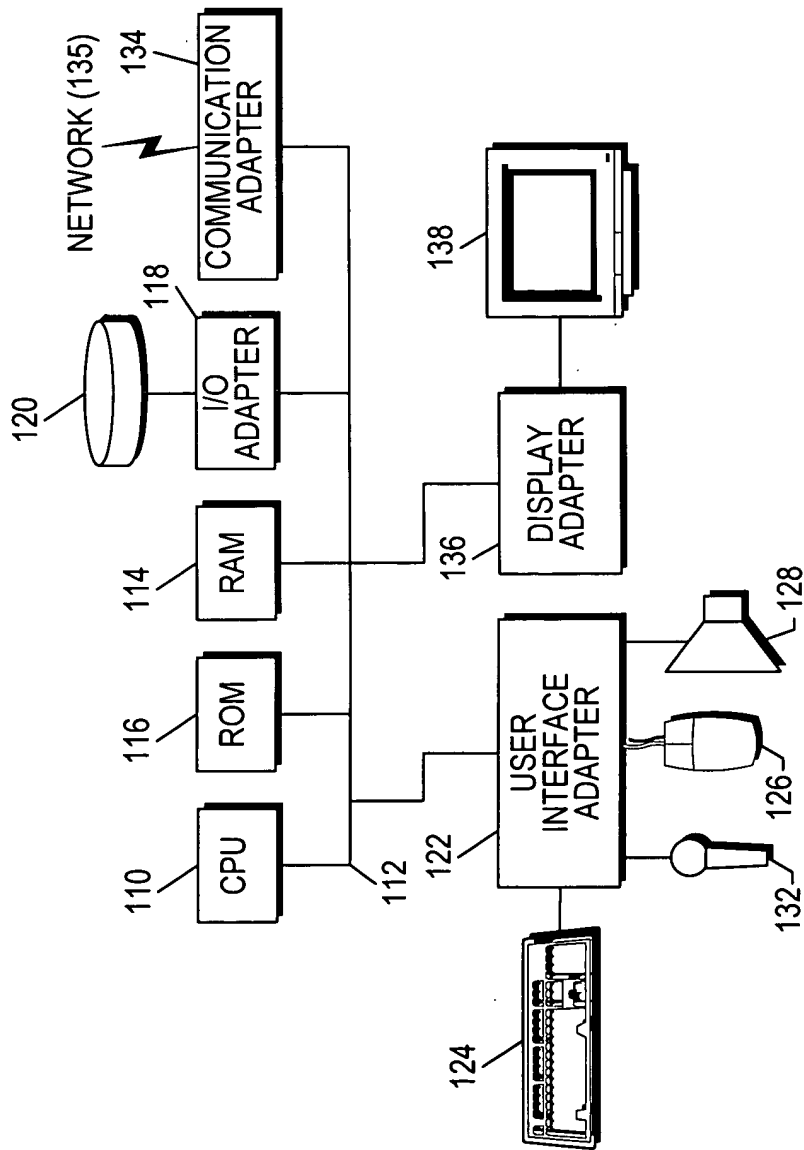


Fig. 10